

## Professional Experience

**August 2020 - Present**

**Senior Designer at 22Cans Legacy (coming 2021)**

Working full time as a senior designer focusing mainly on Legacy at 22Cans.

- Substantial design documentation including pitches for new features and polish.
- Managing the flow of tasks from design team playthrough feedback out to the rest of the team.
- Improving the overall feel of game mechanics and user experience.
- Reviewing analytics and making improvements to onboarding and initial tutorial.
- Providing guidance for junior staff and other members of the team.
- Working closely with artists and programmers to bring a high level of polish to any newly implemented feature.
- Managing feature sprints from start to finish, assuring quality and execution of intended design.

**August 2018 - August 2020**

**Games Tutor & Course Manager at Access Creative College**

Working full time a games tutor & course manager for art & tech BTEC courses at Access Creative College.

- Planning and organising schemes of work and lesson plans for each session.
- Teaching & delivering session content to under 18s.
- Providing assignment briefs and templates to learners to aid in projects.
- Teaching students how to use powerful engines such as Unity and Unreal.
- Providing valuable insight into industry standard management techniques and workflow.

**March 2018 - August 2018**

**Lead Game Designer at Kuato Studios Ltd.**

**Thunderbirds Are Go (released 2018), Disney Realms (released 2018), Robozuna (released 2019), Marvel Hero Tales (released 2019)**

Working full time as lead designer at Kuato Studios on multiple projects aimed at children aged 6-12.

- Planning and organising the work of the design team in conjunction with production for multiple projects spanning varying platforms.
- Designing new mechanics and working closely with the programming team to create tools for artists and designers to use across all projects.
- Working on multiple VR prototypes that push the boundaries of interaction between devices and multiple players.
- Free to play gameplay and systems design as well as ethical monetisation design.
- Narrative script writing using procedural level design with an emphasis on education and creating a personalised story that can later be shared with other users.

**November 2016 - March 2018**

**Lead Game Designer at The Imaginati Studios Ltd.**

**Planet of the Apes: VR (released 2018)**

Working full time as lead designer (VR) at Imaginati Studios on an immersive, interactive action game for PSVR, Vive & Oculus.

- Designing and rapid prototyping of mechanics in initial stages of development.
- Level design and development throughout the project.
- Script writing during prototyping phase with focus on narrative design, leveraging the unique nature of virtual reality to create meaningful storytelling experiences.
- Narrative design throughout, working closely with writers and animators to deliver meaningful and immersive narrative sequences that are true to the IP.
- Motion capture planning, direction and implementation.
- Shadowed technical director during motion capture shoot.
- Maintained full GDD and wiki documentation.
- Visual scripting using Blueprints in Unreal.

**January 2016 - November 2016**

**Lead Game Designer at War Hungry Games**

**StarSmashers & The Artifact - PC (Released 2017)**

Self employed working full time as lead game designer at War Hungry Games on a turn based action-strategy game drawing inspiration from 70s/80s fiction.

- Designing new mechanics, testing and working closely with a team of varying disciplines.
  - Provided support for the production team.
  - Iteration of core design loop.
  - Systems and economy design and balancing.
  - Game flow, enemy difficulty and AI.
  - In depth documentation that clearly and effectively communicates design implementation to programmers, artists and musicians.
  - Task list and bug tracking.
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# Jason Mallett

Game Designer

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**December 2013 - January 2016** Assistant Producer and Designer at Firelight Games

**Into Light & Star Lights - iOS & Android (Released 2016)**

Featured in the App Store on the front page, 141 countries in the "Best New Games" category.

- Assisting during production and management of a small team using common methodologies (Agile/Scrum, Waterfall)
- Assisted in production from concept to release.
- Level building and design using a customised editor plugin for Unity built specifically for the game.
- Responsible for delivering the most up to date build versions and distributing them to the team.
- Designing new mechanics, testing and working closely with a team to build unique experiences.

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## Core Skills

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| ★ Creative and technical game design.    | ★ Resourceful problem solving.             | ★ Agile development.                             |
| ★ At home with strict deadlines.         | ★ Ability to take initiative.              | ★ Strong work ethic.                             |
| ★ Design documentation and presentation. | ★ Strong organisational & planning skills. | ★ Team management, leadership & public speaking. |

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## Education

**September 2011 - October 2014** University Campus Suffolk

Bachelor of Arts (BA), Game and Interactive Media Design, 2011 - 2014

Activities and Societies:

Various Game Jams, Dare to Be Digital 2014

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## About Me

Games have always been a huge part of my life. I play a broad selection of titles spanning console, PC and all forms of handheld and non-digital games. I take great pride in my work both alone and in a team made up of many varying disciplines. I believe in fully dedicating myself to the production of new and interesting games. I particularly enjoy working with touch screen devices and VR as they provide unique opportunities for player interaction with a game world,

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## Favourite Games & Influences

Grim Fandango	Superbrothers: Sword & Sworcery EP	Into the Breach
Little Big Adventure	Dungeon of the Endless	Halo
Don't Starve	Betrayal at House on the Hill	Runescape
Armello	Brutal Legend	Time Stories
Lone Echo	Scythe	Wilson's Heart